

LOST in BLUE™ 2

Washed ashore after their cruise ship goes down at sea, two teens must confront their worst fears as they struggle to survive and to find a way off the mysteriously deserted island.



AVAILABLE NOW!

KONAMI

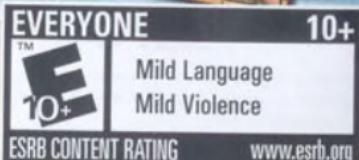
www.konami.com

NINTENDO DS™

Konami Digital Entertainment, Inc.
1400 Bridge Parkway, Redwood City, CA 94065

EmuMovies

"LOST in BLUE" is a registered trademark of Konami Digital Entertainment Co., Ltd. ©2005-2007 Konami Digital Entertainment, Inc. "KONAMI" is a registered trademark of KONAMI CORPORATION. The rating icon is a registered trademark of the Entertainment Software Association.



PRINTED IN THE U.S.A.

NINTENDO DS™

RUSH 'N' ATTACK
ROPE ROPE
TIME PILOT
TRAILBLAZER
KONAMI CLASSICS
SERIES
ARCADE HITS™

15 Games Included

INSTRUCTION BOOKLET

KONAMI

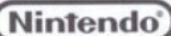
The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



LICENSED BY



NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2006 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

CONTENTS

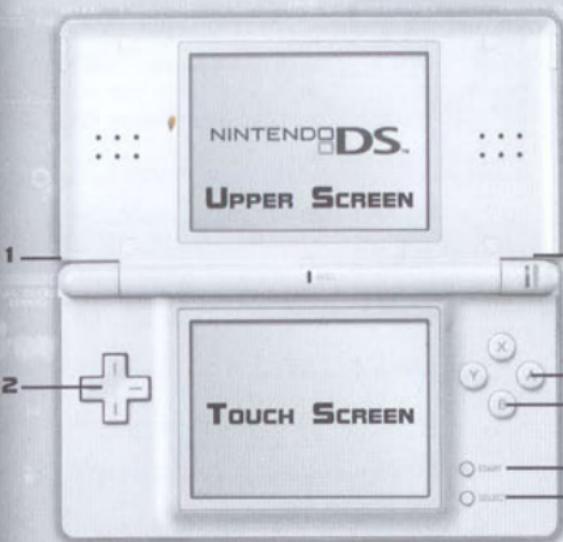
CONTROLS.....	4	TRACK & FIELD.....	22
STARTING THE GAME.....	5	CIRCUS CHARLIE.....	23
SAVING.....	7	BASKETBALL.....	24
GAMEPLAY.....	8	ROAD FIGHTER.....	25
PAUSE MENU.....	8	YIE AR KUNG~FU.....	26
WIRELESS COMMUNICATION.....	14	RAINBOW BELL.....	27
REPLAYS.....	16	SHAO-LIN'S ROAD.....	28
SCRAMBLE.....	17	GRADIUS.....	29
HORROR MAZE.....	18	RUSH'N ATTACK.....	30
POOYAN.....	19	CONTRA.....	31
TIME PILOT.....	20	CREDITS.....	32
ROC'N ROPE.....	21		

This product uses the LC Font by Sharp Corporation, except some characters. LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation.



CONTROLS

You can control the menu screens using either the buttons or the Touch Screen, and you can control each game using the buttons. Please see the descriptions of each individual game for the controls for the games.



If you close your Nintendo DS™ system during gameplay, it will enter Sleep Mode, and use less battery power. To continue your game, open the system to exit Sleep Mode.

STARTING THE GAME

"KONAMI CLASSICS SERIES: ARCADE HITS" contains 15 titles that were originally released in the arcades.

MAIN MENU

If you touch the Touch Screen or wait for a certain amount of time, the Main Menu will appear. Please choose from the following options.



SELECT GAME

Displays the Game Select Screen.



Game Select Screen

Slide the gear on the Touch Screen to rotate the bar and select a title. You can also press the **↑** and **↓** to move the gear. If you would like to return to the Main Menu Screen, touch the Title Icon or press the B Button. Once you've highlighted the game that you would like to play, press the A Button or touch the highlighted Game Selection Bar.

JKUEBOX



Listen to songs from any of the games in the collection. Use the left and right arrows to select a song, and touch the song title or press the A Button to begin playback. Choose "BACK" or press the B Button to return to the Main Menu Screen.

You can also choose "RANDOM PLAY" or "LOOP PLAY" to play multiple game tracks in succession. While the game is running music

in the Random or Loop play, you can close the Nintendo DS™ system and continue to listen to music through the headphone jack.

STAFF

View the credits for the game. Use the touch screen or the **↑** and **↓** to scroll through the credits. Choose "BACK" or press the B Button to return to the Main Menu Screen.

GENERAL CONFIG

Adjust the configuration of the basic settings of the game. Adjust your desired settings and select "DECIDE" to confirm your settings. Choose "CLEAR" to restore the default settings and "CANCEL" to exit without making changes.



Navi Dialog

Choose whether to view various warnings before beginning games
Choose to play games on the upper or lower screen

Game Screen

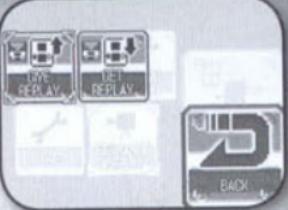
Adjust how long the music will play when listening to songs in random playback or loop playback in Jukebox (See Pg. 6) or Music (See Pg. 12) modes

Music Loop

Choose the screen sharpness for the games

EXCHANGE REPLAY

Send or receive replays saved while playing games in the collection. Both players must have their own game cart in order to exchange a game replay video. Read the instructions in the Wireless Communication section of the manual for details. (See Pgs. 14-15)



SAVING

After you finish a game and earn a high score, or after you adjust various settings, data will be saved automatically. Also, if you use the Pause Menu (See Pg. 8) to select "REPLAY", then "RECORD" you can record and save your gameplay from that point on. The free space required to save will vary depending on the length of time you record.

If you run out of free space, you will be unable to save new replays. If that happens, you can use the Pause Menu to select "REPLAY" then "DELETE" to delete replay data.

Please note that your game progress cannot be saved.

GAMEPLAY

Select the game you would like to play from the Game Select Screen. The game displays on the top screen with the default settings. On the bottom screen, an instruction card displays simple controls and how to play the game.

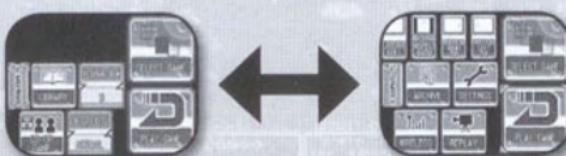
Press SELECT to insert coins to build up credits. If you have at least one credit, you can press START to begin the game.

Touch the lower screen or press the L Button and R Button together to display the Pause Menu.

The controls in each game description in this instruction manual (See Pgs. 17 – 31) are based on the default settings. The controls can be changed in the Pause Menu or may change depending on the Screen Settings. (See Pg. 11)

PAUSE MENU

There are two types of pause menus – SIMPLE, which offers basic options, and MANIAC, where you can adjust detailed settings. You can touch the "To SIMPLE" or "To MANIAC" panels on the lower screen to switch between the two types.



Options can be selected by touching the Touch Screen or selecting the icon with the cursor and pressing the A Button.

SIMPLE PAUSE MENU

The Simple Pause Menu contains basic options for the player to customize the game. Certain options are game specific therefore not every option will appear for every game.

Below is a sample description of the commonly used options in the Simple Pause Menu.



SELECT GAME Return to the Game Select Screen



PLAY GAME Return to gameplay



TO MANIAC Switch to the Maniac Pause Menu



LIBRARY View various game information and game tips



PLAYER NUM Choose the number of lives



DIFFICULTY Choose the difficulty setting



CO-OP GAME Choose to play a wireless game with another player (See Pg. 15)



CONTINUE Choose the number of continues available

MANIAC PAUSE MENU

The Maniac Pause Menu contains extensive options for the player to fully customize the game. Certain options are game specific therefore not every option will appear for every game. Below is a sample description of the commonly used options in the Maniac Pause Menu.



 **SELECT GAME** Return to the Game Select Screen

 **PLAY GAME** Return to gameplay

 **TO SIMPLE** Switch to the Simple Pause Menu

 **ARCHIVE** Examine extensive game information, artwork, music and sound effects

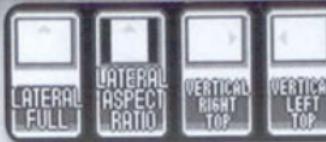
 **SETTINGS** Adjust the game configuration

 **REPLAY** View or record game replays

 **WIRELESS** Play multi-player and send demos or replays to another DS system

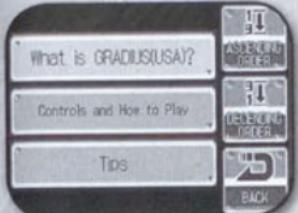
SCREEN SETTINGS

Certain games that originally had a vertical orientated monitor in the arcades have multiple options for the aspect ratio and orientation. The vertical settings must be played with the Nintendo DS system sideways and the controls will adjust to the orientation of the screen.

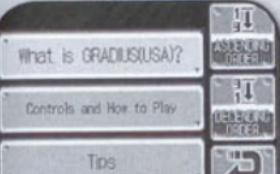


ARCHIVE

 View instruction cards and how to play each game, or listen to music.



LIBRARY

 View introductions, controls, and tips for each game. Touch the item you want to see, and follow the on-screen prompts to turn the pages.

GALLERY

 View instruction cards and sales brochures for the original arcade versions of the games. Touch "zoom in" and "zoom out," and slide the frame in the lower screen to view the images.



MUSIC

Listen to music and sound effects from the game you are playing. Use **L** and **R** to select a song or sound effect, and touch the song title (or sound effect name) to begin playback. You can also choose "random playback" or "loop playback." In these cases, you can plug in headphones while the Nintendo DS™ system is open, then close the system and continue listening to the music.



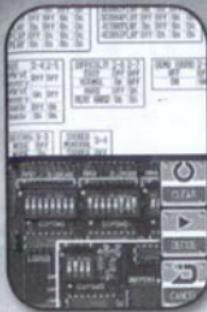
SETTINGS

Adjust game difficulty and controls, or reset high scores.



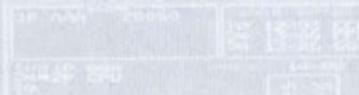
EASY CONFIG

Adjust basic gameplay settings for the selected game. Touch each item and select one of the choices.



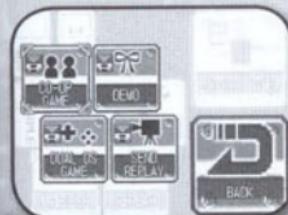
DETAIL CONFIG

You can adjust settings such as number of lives and difficulty level in a more detailed way. The detailed config allows you to adjust the settings according to the original dip switches on the actual arcade board. If you touch the switch on the lower screen, the settings will appear in the upper screen. Use the switch to toggle it on and off.



BUTTON CONFIG

Adjust the controls. There are two items for each Button—use the upper item to change the Button configuration, and the lower item to adjust continuous Button presses. Once you are finished with adjustments, touch "DECIDE".



DELETE HI-SCORE

Reset the high scores for the game you are currently playing.

WIRELESS

Connect to another Nintendo DS™ system for multi-player gameplay or to send demos to a friend. (See Pg. 14)

WIRELESS COMMUNICATION

You can connect with another Nintendo DS™ system by choosing the appropriate wireless option in the game. You can play multi-player with another player or send demos and game replay videos to another Nintendo DS™ system.

EXCHANGE REPLAY

From the Main Menu, you can send or receive game replay videos to another player with a *Konami Classics Series: Arcade Hits* Game Card.

If you are sending the game replay video, choose the "GIVE REPLAY" option, then select the game replay video you would like to send. If you are receiving a game replay video, choose the "GET REPLAY" option.

WIRELESS

From the Pause Menu, you can send data to another Nintendo DS™ system from the various options. From the Simple Pause Menu, a basic option appears to play a multi-player game with another player. In the Maniac Pause Menu, multiple wireless communication options appear.

CO-OP GAME

Two players can take turns playing the game, play against each other, or play cooperatively. To play with two players, make sure there are at least 2 credits available, and press START on the 2nd players system to begin the game. If you press START on the host system, you will begin a single player game. To end this mode, touch "EXIT" on either the host system or the client system.

For certain cooperative games, you must press START on both players' systems in order for both players to join the game.

DEMO

You can send a demo version of the game you are playing. If the receiving system powers down, the transferred game data will disappear.

DUAL DS GAME

In this mode, you can view the game on the host system containing the Game Card, and control the game using the client system. To end this mode, touch "EXIT" on either the host system or the client system. You can pause the game, but you will not be able to access the Pause Menu.

If you are in Wireless Controller mode, the host system will not accept any control except for "EXIT".

SEND REPLAY

Play back saved replay data on a different Nintendo DS™ system. Touch "REWIND", "PAUSE", or "STOP" on the lower screen of the receiving system to control the replay. If the game supports multiple viewing angles, you can modify the viewing orientation as well.

REPLAYS

REPLAYS

You can record your gameplay, and play back recorded game replay videos. You can trade the game replay videos with your friends via "EXCHANGE REPLAY" in the Main Menu or send them to another Nintendo DS™ system for viewing via "SEND REPLAY" in the Maniac Pause Menu. (See Pg 15)

PLAY

Play recorded game replay videos. After you select replay you will move to the playback screen, and you can touch the lower screen to change the orientation and aspect ratio, and rewind or pause the playback. There are several game replay videos already included in the game for your viewing pleasure.

RECORD

Record and save your own game replay video. Select "RECORD", then begin playing a game. Once you have finished playing the part you want to record, touch "STOP". You can then input a comment and save the data.



DELETE

Delete game replay video data. Select the game replay video you want to delete, then follow the on-screen instructions to delete it.

If you run out of free save space, you will be unable to save new replays.

Control a space craft and make your way to the goal in this side-scrolling shooting game. Shoot to take out airborne enemies, and launch missiles to attack enemies on the ground.

CONTROLS

Control Pad Move

A Button Missile

B Button Shoot

X Button Continuously shoot and launch missiles

HOW TO PLAY

Make your way through the game while shooting and launching missiles at enemies.

Destroy the ground target at the base (goal) to clear the stage. If you run into an enemy or obstacle, or run out of fuel, you will lose a life.

Score and high score

Destroy objects on the ground marked "FUEL" to earn more fuel.

Number of lives remaining



Area

Areas you have passed through will be marked red.

Flags

The number of flags will indicate how many laps you have played.

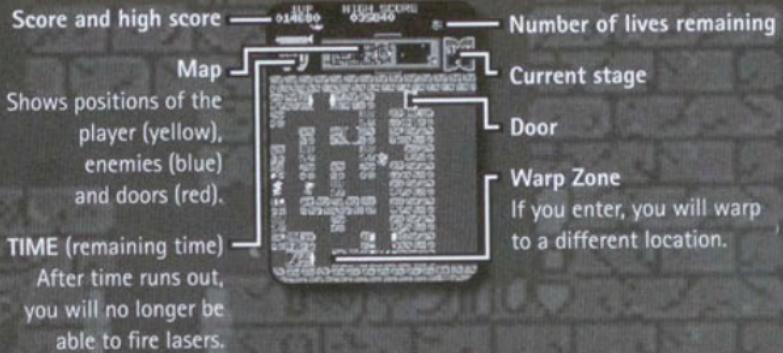
Control an explorer searching for treasure inside a dangerous pyramid. Each explorer has only one flash bomb that can wipe out surrounding enemies, so use it in critical situations.

HOW TO PLAY

First, defeat enemies and collect treasure and keys. Once you have a key, you can open the door to move on to the next stage. If you run into an enemy, you will lose a life.

CONTROLS

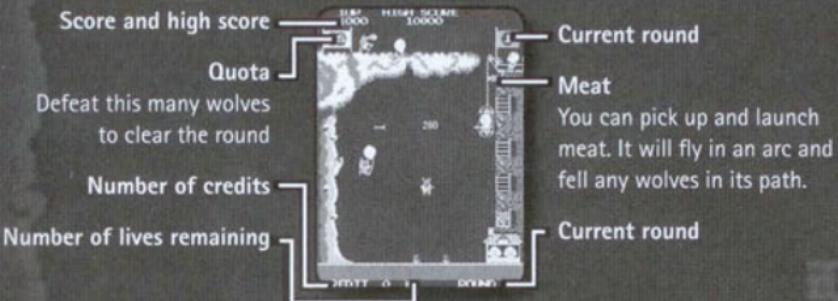
- Control Pad** Move
- A Button** Shoot laser right
- B Button** Flash bomb
- Y Button** Shoot laser left



Control Pooyan's mom to defeat the required number of wolves in each stage. The wolves are hanging onto balloons, and you can defeat them by shooting the balloons with arrows. Make sure you don't get hit by the wolves' attacks!

CONTROLS

- Control Pad** Move
- A Button** Shoot arrow/ shoot meat
- X Button** Continuously fire arrows/shoot meat



HOW TO PLAY

In some rounds, wolves will fall from above, and in others, they will rise from below. When the wolves falling from above, if you miss one, it will climb the ladder and attack you. When the wolves are rising from below, if you miss a set number of them, a boulder will come falling down and you will lose a life.

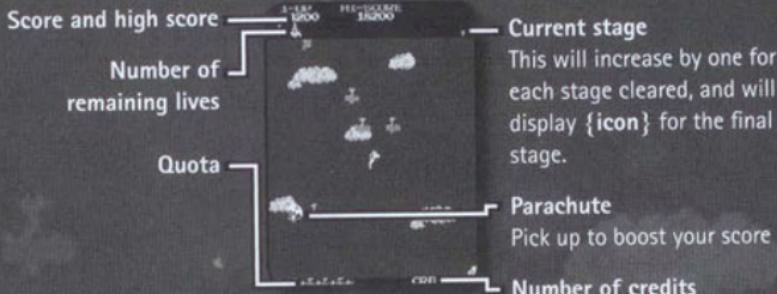
Time Pilot is a free-roaming 2D shooting game that lets you fire in any direction as you shoot down enemies to advance to the next time zone.

HOW TO PLAY

Defeat enemies to fulfill your quota, and then defeat the large enemy ship that appears at the end to move on to the next stage. If you are hit by an enemy or an enemy attack, you will lose a life.

CONTROLS

- Control Pad** Move
- A Button** Shoot
- X Button** Shoot continuously



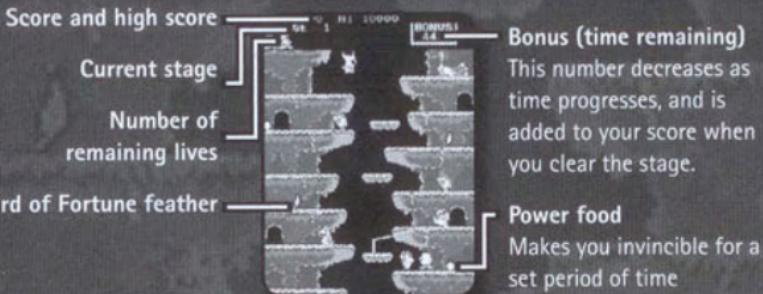
Use hooks and ropes to climb up the cliffs, and reach the bird of fortune at the top to clear the stage. Take advantage of the items and vines on the stages to defeat or avoid enemies.

HOW TO PLAY

Use rope and hook to make your way to the bird of fortune. You can use flashes to stun enemies on the ground, or defeat enemies on ropes. If you are hit by enemies or falling rocks, fall from a high place, or run out of time, you will lose a life.

CONTROLS

- ↑** Grab rope / climb vine / climb from rope to ground
- ↓** Let go of rope / climb down vine
- ← →** Move
- A Button** Flash
- B Button** Throw hook



AAA 17260
Use simple three-Button controls to compete in events such as the 100-meter dash and the long jump. Enter your initials and try to set a new world record!

HOW TO PLAY

Compete in various events, and finish with results better than the qualifying score indicated on the screen ("QUALIFY") to proceed to the next event. If you fail to qualify, the game will be over.

CONTROLS

A Button	Run
B Button	Jump / Throw
Y Button	Run

Each player's score



World record

QUALIFY
(qualification requirements)

Each player's rank
• indicates that the player has fulfilled the requirements to clear the event, and • indicates that they have not.

The screen display will vary depending on the event.

In Track & Field DS Download Play, although you can increase the number of players to '3 or more' by pressing **SELECT** on the host DS system to add additional credits, the actual gameplay in Konami Classics Series: Arcade Hits is limited to only 2 Players (including the host DS system).

Control Charlie, the main character, and try your hand at various circus stunts. There are many secret techniques try to find them!

CONTROLS

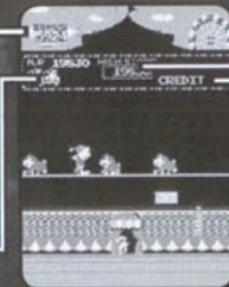
+ Control Pad	Move
A Button	Jump

HOW TO PLAY

Move Charlie to the right, and reach the goal to clear the stage. Hitting an obstacle, falling from a ball, or running out of time will result in a lost life. Once you clear all stages, you can select and play the stage of your choice.

Bonus (time remaining)

This number decreases as time progresses or if you lose a life. The bonus is added to your score when you clear the stage.



Score and high score

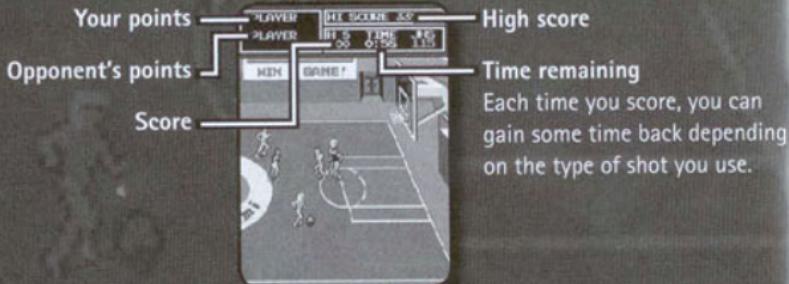
Number of credits

Number of lives
remaining

Become a team hero and bring your team from behind in the clutch to win the game. When you enter your team name and begin a game, your team will be behind. Come from behind to win the game before time runs out, and make your way through the tournament to become the champions.

HOW TO PLAY

There is no defense in this game. If you commit a foul or the opponent steals the ball, you will get the ball back under your own basket. If your opponent commits a foul, you will get a free throw. Use the A Button to adjust the direction and angle of your shot.



CONTROLS

- + Y Control Pad** Move while dribbling
- + Control Pad** Select player to pass to
- A Button** (Press and release) Shoot
- B Button** Pass
- Y Button** (Tap Repeatedly) Dribble

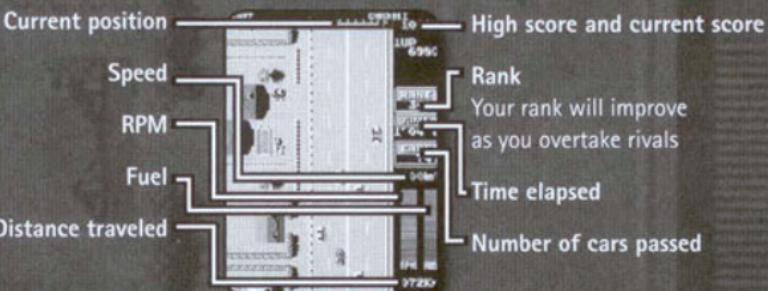
Replenish your fuel and make your way to the goal. You won't lose a life if you hit other cars, but hitting walls or tanker trucks will damage your car and result in a loss of fuel.

CONTROLS

- + Control Pad** Move
- A Button** Accelerate (high gear)
- B Button** Accelerate (low gear)

HOW TO PLAY

Start by accelerating in low gear, then switch to high gear as you build up speed. If you hit another car and spin out, use the +Control Pad to regain control. You can restore a small amount of fuel by picking up  on the course.



A one-on-one fighting game. Press the + Control Pad to in combination with the attack buttons to perform 16 different fighting moves. Watch your opponent carefully, and attack!

HOW TO PLAY

When your attacks hit, they will decrease your opponent's health. Once you completely deplete their health, you can proceed to the next stage. If you take damage from your opponent's attacks and your health reaches

CONTROLS

↑ ↗ ↘	Jump
↓	Crouch
← →	Move
A Button	Kick
B Button	Punch



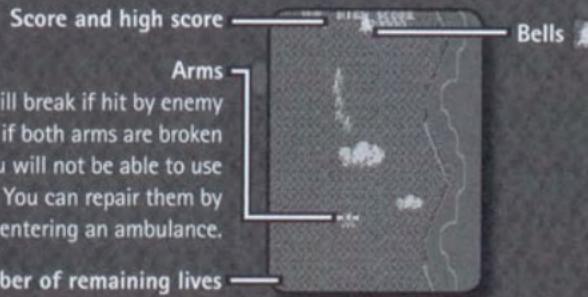
Control the TwinBee in this vertical-scrolling shooting game. Shoot to take out airborne enemies, and drop bombs to attack enemies on the ground.

HOW TO PLAY

Defeat enemies as you make your way through the stage, and then defeat the boss to clear the stage. You will lose a life if you are hit by enemies or enemy attacks. If you shoot a cloud, a bell will appear, and shooting the bell will change its color. Picking up a bell has various effects, depending on its color.

CONTROLS

+ Control Pad	Move
A Button	Bomb
B Button	Shoot
X Button	Continuously shoot and drop bombs



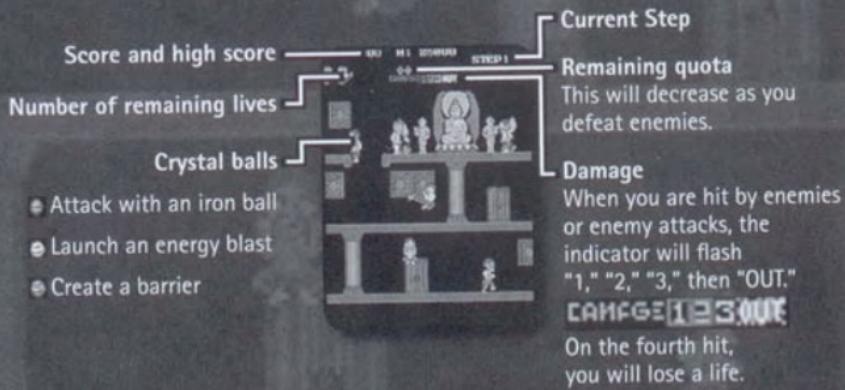
Control the main character to defeat waves of enemies using a variety of kicks and weapons. Defeat a set number of enemies to move on to the next stage, and defeat enough enemies and the boss to move on to the next Step.

HOW TO PLAY

Fight your way through each Step. You will take damage if you are hit by enemies or enemy attacks, and if you take damage four times, you will lose a life. Enemies may drop crystal balls.

CONTROLS

- ↓ ↑ Move between floors
- ← → Move
- A Button** Jump
- B Button** Kick / Use crystal ball



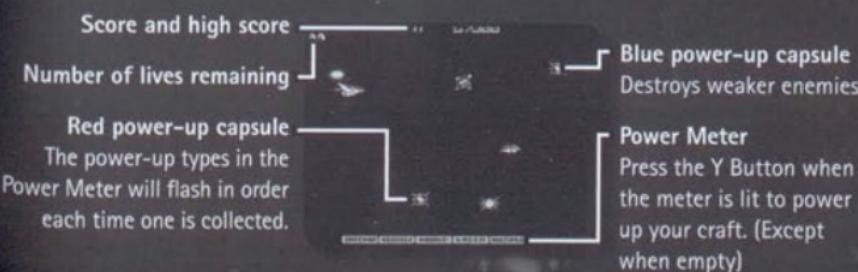
Control the Vic Viper to clear all stages in this side-scrolling shooting game. Power up your craft to suit your playing style, and defeat the boss!

HOW TO PLAY

Defeat enemies and make your way through the stage. If you run into an enemy, an enemy attack or an obstacle, you will lose a life. Defeating certain enemies or enemy formations will produce power-up capsules.

CONTROLS

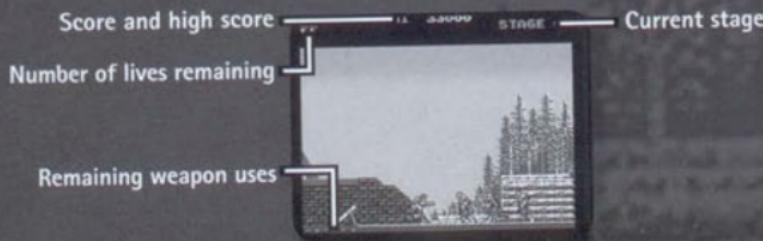
- + Control Pad** Move
- A Button** Missile
- B Button** Shoot
- X Button** Shoot and fire missiles continuously
- Y Button** Power up



Infiltrate enemy territory armed with only a knife to save your captured allies. Fend off enemy attacks to steal and use their weapons.

HOW TO PLAY

Control the main character and defeat enemies to move forward. If you touch an enemy or a land mine, or get hit by an enemy attack, you will lose a life. You can obtain weapons by defeating certain enemies. These weapons have a limited number of uses, but they are very powerful.



CONTROLS

- ↑ Jump / climb ladder
- ↓ Crouch / descend ladder
- ← → Move
- A Button** Use weapon
- B Button** Use knife

Use a variety of weapons effectively to make your way through this action game. Navigate upward and to the right on 2D stages and through mazes on 3D stages to arrive at the final stage.

HOW TO PLAY

Control the main character to progress, and defeat the boss to clear the stage. If you are hit by enemies or enemy fire, you will lose a life. Also, on 3D stages you will lose a life if you do not reach the goal within the time limit.

CONTROLS

- + Control Pad** Move/ set attack direction
- A Button** Jump
- B Button** Shoot
- X Button** Shoot continuously

Score and high score

Number of remaining lives

Items
You can find power ups by destroying certain objects in the levels. They have various effects such as upgrading your weapon or creating barriers.

Side Stage



3D Stage



Map

Time limit

CREDITS

KONAMI DIGITAL ENTERTAINMENT CO., LTD.

PRODUCER
Toshiyasu Kamiko

PRODUCTION
Kenichiro Honda, Hirotaka Ishikawa,
Keiichi Hatakeyama, Takanori Murayama

SOUND
Nobuhiko Matsufuji

SUPERVISOR
Toru Hagihara

EXECUTIVE SUPERVISOR
Michihiro Ishizuka

ARCHIVES COOPERATION
Omichi Masako, Kawasaki Maki, Shohci Obase,
Shigemasa Koizumi

QUALITY ASSURANCE
Masanori Nishitani, KDE Monitoring Center

OVERSEAS PRODUCTION SUPPORT
Yukako Hamaguchi, Kyoko Fukuura, Katsuhiko
Nakayama, Osamu Fukushima, Toru Murakami,
Scott Dolph

KONAMI DIGITAL ENTERTAINMENT, INC.

CHAIRMAN AND CEO
Kazumi Kitaue

COO
Geoff Mulligan

SENIOR VP OF SALES & MARKETING
Catherine Fowler

DIRECTOR, PRODUCT MARKETING
Brad Schlachter

PRODUCT MANAGER
Dennis Lee

PRODUCT SUPPORT GROUP MANAGER
Tsuyoshi Arayashiki

DIRECTOR, MARKETING COMMUNICATIONS
Cherrie McKinnon

DIRECTOR, CREATIVE SERVICES
Monique Catley

DIRECTOR, SALES
Brett Robinson

DIRECTOR, PR
Marc Franklin

ASSOCIATE PR MANAGER
Kit Ellis

REGIONAL SALES MANAGER(S)
Matt Robinson, Daniel Castillo, Paula Cook

OPERATIONS MANAGER
Kathie Tompkins

PACKAGE AND MANUAL DESIGN
Scott Allen

SPECIAL THANKS
Ken Ogasawara, Margaret Gee,
Jeremy Caine, Kevin Keating,
Kumi Watabe, Cammy Budd,
Tina Painton Clark, Margo William,
Philip Travisano

WARRANTY

Konami Digital Entertainment, Inc warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687, from 9:00 am to 5:30 pm PST, Mon-Fri.

Konami Digital Entertainment, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

Become a **KONAMI INSIDER**

Register now to become a "Konami Insider" at www.konami.com to be automatically entered in a monthly drawing to win FREE games and receive exclusive game play tips and product news!

PROOF OF PURCHASE

KONAMI CLASSICS
SERIES
ARCADE HITS

KONAMI